

# Devil-Loc Deluxe

Audio Level Destroyer

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## User's Guide

Version 5 : For Mac and Windows



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Figure 1: The Devil-Loc Deluxe GUI

The Devil-Loc Deluxe Audio Level Destroyer is a limiter effect plug-in inspired by the Shure Level-Loc (Model M62 Audio Level Controller), a podium mic limiter from the late 1960's. The Level-Loc (and later the Model M62V Audio Level Controller; basically an M62 with an added input level knob) was a consumer-grade brickwall limiting amplifier, designed to keep audio in a PA system level. In the hardware units the output level would be "locked" (by heavy limiting) once audio reached a certain threshold. Pretty useful piece of hardware for a public address system, right? But why make a plug-in modeled off of this unit? Well, it's all about the way that the Level-Loc would alter those signals.

The following descriptors come to mind:

- **Dirty**
- **Nasty**
- **Trashy**
- **ABSOLUTELY WONDERFUL**

The Level-Loc's unique blend of indiscriminate audio leveling, combined with ample saturation and all-out distortion, gave the Level-Loc boatloads of unintentional mojo. Producer/Engineer (and Soundtoys user) Tchad Blake figured this out and began using the Level-Loc to create massive drum sounds from the gritty, pumping sound of the Level-Loc.

In creating Devil-Loc Deluxe we knew we had to not only capture the character of the original hardware, but also turn it into a more studio-friendly tool. After all, the Level-Loc was never really intended to be a musical tool but rather a utilitarian one. We needed to take

the one-switch operation of the original (although Shure did add that input level knob later) and expand upon it to allow the user complete control over all the processes that were happening inside of the unit. Devil-Loc Deluxe adds full control over the compression and saturation characteristics of the original, as well as adding switchable release times, a darkness control, and a wet/dry mix control.

With Devil-Loc Deluxe you can create crushing drum tracks, almost rhythmic level sweeps (with crazy sucking compression), and blitzed out saturated lo-fi loops. Drive it hard and you will find a faithful hardware-sounding break-up and drive.

It is devilishly delicious anywhere you need your audio to be fatter, wilder, and most of all, dirtier. Devil-Loc Deluxe is where to turn when you need a touch of evil.



Figure 2: The Devil-Loc Control Panel

## CRUSH

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The Crush control determines how much signal is sent to Devil-Loc's gain reduction circuit. The greater the signal going into the circuit, the more it will compress the signal. If driven really hard, the gain reduction circuit will become saturated, changing the release time (see 'Specifications' on the next page).

## CRUNCH

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The Crunch knob controls how much gain is applied after limiting. Crunch also determines how hard the output amplifier stage is driven. The harder you drive the output stage, the more distortion you will get, and believe us, there is plenty available.

## DARKNESS

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Darkness controls the cutoff frequency of a built-in high-cut filter. The filter in Devil-Loc Deluxe is post-distortion, so the Darkness control can be used to shape the distortion that is created by the Crunch control.

## MIX

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The Mix control determines the balance of processed and unprocessed sound emanating from Devil-Loc Deluxe. At zero, the original audio is passed through without any processing and conversely with the knob set at '10' the mix will be 100% wet.

## RELEASE

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The Release control is a two-position switch that gives the option of either a fast or slow release time for Devil-Loc Deluxe's compression. The Fast position cuts the release time by a factor of two.

## SPECIFICATIONS

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### **Attack Time:**

- approx. 1.3 milliseconds

### **Release Time (Slow):**

- approx. 1.7 seconds (normal)
- approx 22 seconds (saturated)

### **Release Time (Fast):**

- approx. 0.85 seconds (normal)
- approx. 11 seconds (saturated)

### SUPPORT INFORMATION

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Now that you've taken the time to learn all about Devil-Loc Deluxe, have fun, experiment, and make greatness! If our plug-ins helped you take your production to the next level, let us know, we'd love to hear from you and what you were able to create with our software.

If along the way however you should run into any hiccups or anything unexpected, we offer free technical support for all registered users.

Our FAQ contains many helpful answers. you can find it at:

**<http://support.soundtoys.com>**

If you need further support you can find our Customer Support contact form at:

**<https://www.soundtoys.com/forms/support>**

You can also reach our support staff by e-mail at:

**[support@soundtoys.com](mailto:support@soundtoys.com)**

If neither of those options work for you, our office can be reached via telephone at:

**1-802-951-9700.**

*Please* have the following information available to help assist our support team:

- The product version and serial number
- The version number of your audio system (e.g ProTools 11.2.1, Cubase 8.0.5, Logic 10.1.0, Cakewalk Sonar X3)
- Your interface/hardware (e.g. Mbox Pro, Apogee Quartet, RME Fireface, etc.)
- Your computer and operating system info (e.g. MacPro OS X 10.9.5, Windows 7 SP1, Windows 8.1, etc.)
- A detailed description of the problem

### CORPORATE CONTACT

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